

Abstract

A board game system for promoting positive and healthy relationship skills includes providing a game apparatus, rolling a die, moving the players game piece, drawing a card based upon the space landed upon, answering the question listed on the card, checking the answer in the answer guide, and subsequently moving the game piece depending upon the instructions of the answer guide. The game is won by the player who reaches the finish line first. The game apparatus may include a game board having a path for advancing the player's game pieces, a plurality of game spaces along the path, a die, game pieces of different colors, and a plurality of cards having questions designed to stimulate conversation regarding relationships.